



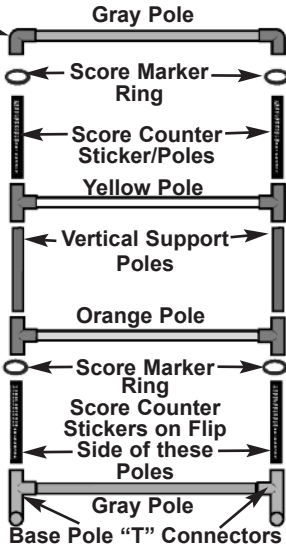
ASSEMBLY and PLAYING INSTRUCTIONS for ITEM TG352

3-in-1 TAILGATE CHALLENGE

CHUCK-A-BALL GAME • BEAN BAG TOSS • WASHER TOSS

Blue Elbow Connectors

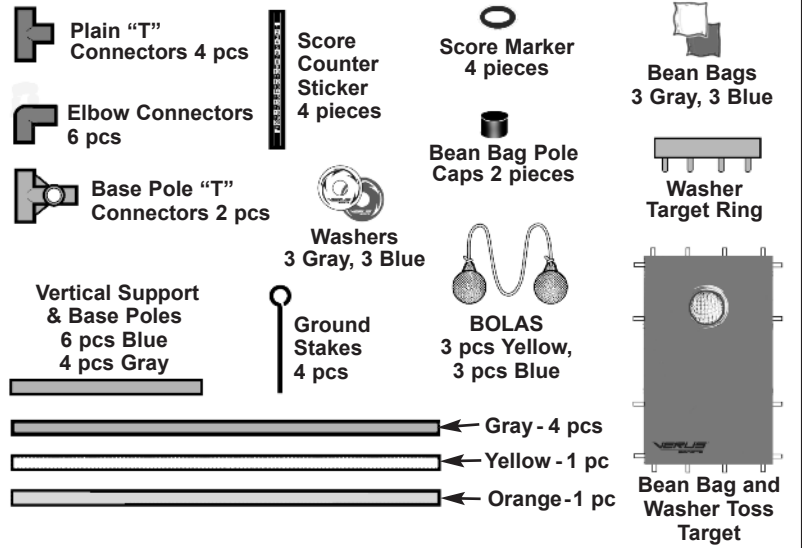
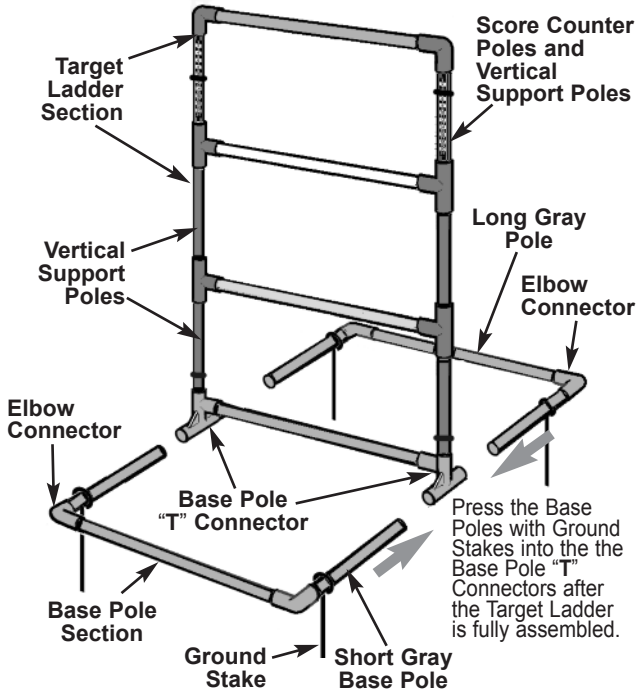
1. Place the Target Ladder components on the ground in the order shown. The Gray pole at the top, the Yellow pole next, the Orange pole next and the Gray pole at the bottom. Place 6 Short Blue Vertical Support Poles as shown. Place the Score Counter Stickers on the top 2 poles shown. Number 21 at bottom. Slide the Score Marker Rings onto the Score Counter Poles. Place the second two Score Count Stickers and Rings on the FLIP SIDE (reverse side) of the bottom vertical Blue Poles. Number 21 at top.



Press all the poles and connectors together.

2. Assemble the Ladder Section by pressing the Poles and Connectors together in the sequence shown in the illustration. Make sure all connections are pressed together firmly.

3. Attach one Short Gray Base Pole with a Ground Stake to each end of the Long Gray Poles with Elbow Connectors as shown below. Then attach the two Base Pole Sections to the Target Ladder Section by pressing the Short Gray Base Poles into the Base Pole "T" Connectors at the bottom of the Target Ladder Section as shown.



Lasso Golf Set Components

4. Assemble the Bean Bag Game by removing the upper legs from the frame. Add Bean Bag Pole Caps to the "T" connectors. Attach the Bean Bag Target to the frame using the self-stick fasteners.

Remove the upper legs from the frame.

Bean Bag Pole Caps

Score Counter Pole

Your Bean Bag Game is now ready to play!

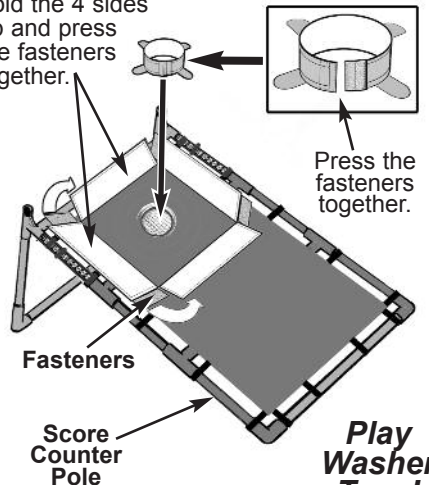
Score Counter Pole

5. Assemble the Washer Toss Game as follows:

A. Turn the Bean Bag Target over. Reconnect the fasteners and fold the Washer Toss box sides as shown in the illustration.

B. Connect the ends of the Target Ring by pressing the self-stick fasteners together. Fold the 4 tabs outward and place the Ring over the Target Hole in the Target Box. Press the 4 tabs onto the Target fabric around the Target hole.

Fold the 4 sides up and press the fasteners together.

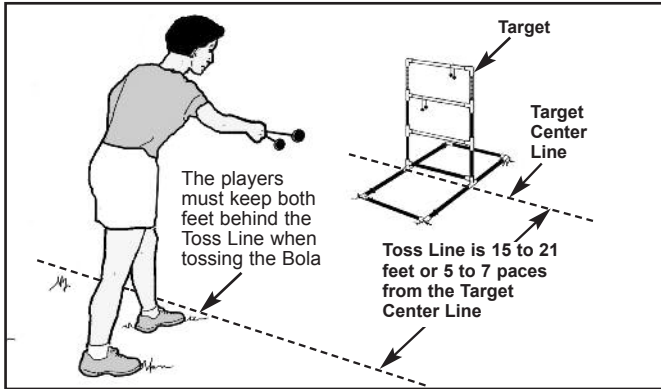


WARNING

Adult supervision is necessary whenever children are playing. Being hit by a thrown object can result in a serious injury.



ASSEMBLY and PLAYING INSTRUCTIONS for ITEM TG352 3-in-1 TAILGATE CHALLENGE CHUCK-A-BALL GAME • BEAN BAG TOSS • WASHER TOSS



THE CHUCK-A-BALL GAME

THE OBJECT OF THE GAME

The **Game** uses 1 Target with 3 Yellow and 3 Blue Bolas. The object is to toss a Bola at the Target and catch one of the 3 upper rungs on the Target ladder. Whoever gets 21 points or more wins the game.

THE PLAYING AREA

The playing area should be arranged as shown in the illustration on a level surface. The Toss line should be 15 to 21 feet from Target to Target. For smaller children adjust the distance accordingly.

GAME PLAY

The **Chuck-a-ball Game** can be played 2 ways; with 2 players, or with 2 teams of 2 or 3 players. The game is played in rounds just as in standard golf. A round is completed when all the Bolas have been tossed.

Bolas are tossed underhand with the palms up.. The Bolas are 2 colors, Yellow and Blue. Each player or team takes a turn tossing 3 Bolas of the same color. The opposition then takes its turn. In team play, each player takes a turn tossing one Bola until the team's 3 Bolas have been tossed. You can use a coin toss to pick which player or team starts first. When each round is completed, the players move to the second Target and switch tossing first.

POINTS

The rungs are 3 different colors and have 3 different values. Gray is worth 3 points, Yellow is 2 points and Orange is 1 point. A bonus of 1 point can be scored by catching 1 rung with all 3 Bolas or by catching 3 different rungs with 1 Bola on each rung. 3 Bolas catching the Gray rung earns 10 points, the Yellow rung 7 points and the Orange rung 4 points. Catching all 3 rungs earns 7 points.

If a Bola is pushed off the Target Ladder by another Bola, it earns 0 points. If a Bola catches the same rung as an opposing player's Bola, 0 points are earned for both players. Bolas earn points only after all Bolas have been tossed in a round. If the player or team goes over 21 points, the player's or team's points do not count. They must wait until the next round to earn the points needed for exactly 21 points.

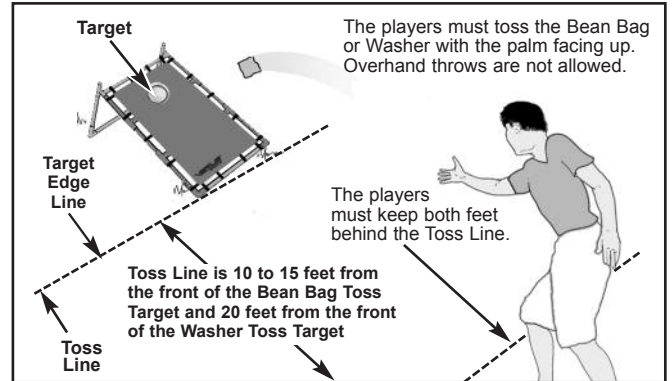
If one player or team earns 21 points and is 10 or less points ahead of the opposing player or team, the opposing player or team must take its turn and finish the round. If there is a tie, the players or teams play overtime rounds until a player or team is 2 points ahead of the opposition when that round is completed. A round is not completed until all Bolas are tossed. The 2 point spread is not used regular play.

WINNING THE GAME

The player or team to reach 21 points first and has 11 points or more after when all the Bolas have been tossed **wins the game**.

WARNING

Adult supervision is necessary whenever children are playing. Being hit by a thrown object can result in a serious injury.



PLAYING the BEAN BAG and WASHER TOSS GAMES

GENERAL RULES

Each player must stay 10 to 15 feet away from the Target for the Bean Bag Game, and 20 feet away for Washer Toss Game. This distance should be determined before the start of the game based on the players' ages and abilities. Players must not try to distract or interfere with the player tossing a Bean Bag or Washer.

SCORING POINTS

A Bean Bag or Washer that lands completely in the Target Hole earns 3 points. A Bean Bag that lands on the Target Platform earns 1 point. A Washer landing in the Washer Toss Box but not in the Target Ring earns 1 point.

If a Bean Bag is knocked into the Target Hole by another Bean Bag it earns 3 points. If a Bean Bag is knocked off the Target Platform by another Bean Bag it earns 0 points.

If a player's Bean Bag or Washer lands in a Target Hole or Ring and an opponent's Bean Bag or Washer lands in the same Target Hole or Ring, neither Bean Bag or Washer earns points. If 2 or more Bean Bags or Washers, tossed by the same player or team, land in the same Target Hole, each Bean Bag or Washer tossed into the Target Hole by the opposing player or team cancels one of the first player's or team's toss. Points are only counted for the remaining Bean Bags Bean Bag or Washers not matched by an opponent's Bean Bag Bean Bag or Washer. All Bean Bags Bean Bag or Washers remaining on the Target Platform or Washer Box earn points.

NOTE: Only 1 team can earn points in any 1 round. If the 1st team earns 6 points and the 2nd team scores 10 points, the 2nd team earns 4 points and the first team earns 0 points. Subtract the lower score from the higher score for any 1 round.

WINNING THE GAMES

If the first player or team reaches 21 points or more in a round and is less than 12 points ahead, the opposing player or team must take its turn. If there is a tie, sudden death mode is applied and the first player or team to get 3 points ahead of the opposition, in that round, **wins the game**. Rounds are completed when all the Bean Bags or Washers have been tossed by both players or teams.

LIMITED WARRANTY

VERUS SPORTS, Inc. warrants this game to be free from defect in material and workmanship for 90 days by original purchaser of the unit. This warranty covers manufactures defects only, not normal wear and tear. The manufacturer can service malfunctions due to normal wear and tear for a fee, this warranty does not apply to products damaged through accidents, misuse, or neglect. VERUS SPORTS, Inc. reserves the right to make inspection and determination of all warranty claims.

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